

ABSTRACT

5 A system and a method for providing an interface to and customizing an
interactive application for one or more players. The interactive game of the
presently preferred embodiment is played in a wireless environment using a
mobile station as a user interface. The game is tracked and controlled using a
game center and a game server. The game server is typically at a location
remote from the mobile station. Moreover, communication between the game
server and the mobile station is typically performed using a base station
connected to a telecommunications network. The game server executes a
software application which runs a game center. Individual games are managed
within the context of this application. In the presently preferred embodiment,
the games are text based. A command set is provided for each state of the
within the game. The choice of a command from the command set changes the
game state. The choice of commands can be made either through a reduced
keyboard, like that of a mobile station, or through voice commands. Voice
commands can be translated to game instructions by an interactive voice
response unit (IVRU). In the presently preferred embodiment, the IVRU is
resident in the mobile station. Moreover, the IVRU may respond in a simulated
or digitized voice to a player.